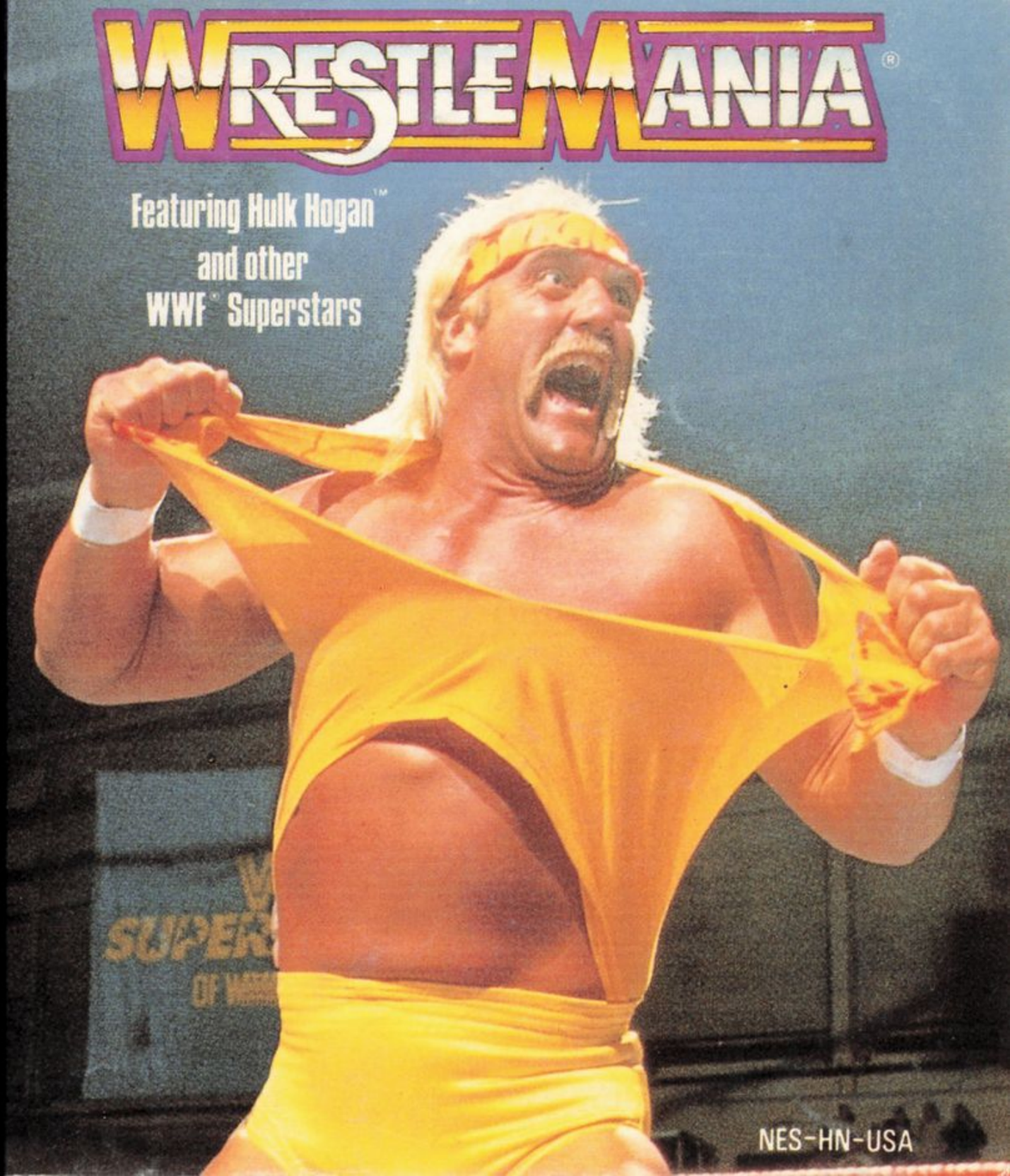
WRESTLEMANIA®

Featuring Hulk Hogan™
and other
WWF® Superstars



NES-HN-USA

GAME PAK INSTRUCTIONS

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

You've always dreamed of getting in the ring with one of the WWF greats. Like Hulk Hogan, Andre the Giant, Macho Man, and the rest. So get ready to pump yourself up. 'Cause that's exactly what you're about to do!

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ARE YOU READY FOR THIS?

They're the biggest. The brawniest. The bulkiest. The all-time slammingest, smashingest, most sensational wrestlers ever to enter the WWF ring.

And now you can challenge 'em all.

Hurl your elbows. Plant your fists. Fire your kicks. Or use your head—literally!

'Cause in WWF WrestleMania, anything goes!

You can even jump right off the ropes, and pound your opponent with a flying dropkick. Or turn around, then surprise him with an elbow sandwich.

You can be whoever you want to be. And go against whomever you like.

Pit Hulk Hogan against Andre The Giant in a battle of the titans. Get in the ring with Randy "Macho Man" Savage. Or shake, rattle and roll with the Honky Tonk Man.

Make Bam Bam Bigelow perform one of his famous cartwheels—and watch what happens when someone's in his way. Or see what tricks the Million Dollar Man has up his fancy sleeves.

Up to six players can get in on this rough and tumble exposition. Or play the computer for a real, pro-level challenge.

No matter how you play it—or who's in the ring—one thing is certain: somebody's going to be on the wrong end of a bodyslam. And it better not be you!

GEARING UP FOR THE RING

Loading

1. Make sure the power switch is OFF.

2. Insert the WWF WrestleMania cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

You'll first see an awesome picture of the explosive Hulk Hogan and he's ready to take on any challenger (Especially if it's you!).

The screen will then switch to the WWF WrestleMania TITLE SCREEN, followed by the CREDITS SCREEN.

TO START: press the START BUTTON.

SELECTING NUMBER OF PLAYERS AND TYPES OF GAMES

WWF WrestleMania gives you eight ways to play. From 1 to 6 players can battle it out—one on one—in the ring. And you can do it in two different types of competition: Standard or Tournament.

Once you press START, the first screen you'll see is the SELECTION SCREEN.

TO SELECT PLAYERS/GAME TYPE—Press SELECT repeatedly until the arrows on the screen are pointing to the desired number of players and type of game you wish to play. Then press START to proceed to the PLAYER'S NAME ENTERING SCREEN.

1 - Player Standard

In this version, pick the wrestler you want to be as well as the wrestler you want to go up against. Then you'll wrestle in an untimed bout until one of you is pinned and there's a clear winner.

1 - Player Tournament

In this version, you'll first pick the wrestler you want to be. Then you'll wrestle all the *others* on the circuit in a timed match, in this order:

Ted "Million Dollar Man" DiBiase
Bam Bam Bigelow
Honky Tonk Man
Randy "Macho Man" Savage
Andre The Giant
Hulk Hogan

If you win the bout by pinning your opponent, you fight the next wrestler in the list above.

If it's a draw (tie), then there's a rematch. (A draw occurs when the three minutes is up and nobody has won.) You will continue having rematches until one of the wrestlers has been pinned and there's a clear winner.

If you lose a bout, the game is over.

If you beat all five of the guys you've wrestled, you'll win the WWF Championship Belt!

2 - Player Standard

Here, two players each select the wrestler they want to be, then go one-on-one in an untimed match. The game is over when one of the wrestlers is down for the count and pinned.

Both of you can even select the *same* wrestler for some very tight competition. Let Hulk grapple Hulk.

Or see what happens when Andre the Giant goes against himself! It's the ultimate match-up of player vs. player skill.

NOTE: Two identical wrestlers can battle each other only in this version (2-PLAYER STANDARD).

2 - Player Tournament

In this grueling contest of strength and stamina, both players pick one wrestler. Each player controls the same wrestler throughout the tournament, and you each meet five different times in an exciting fifteen-match tournament.

All wrestlers not controlled by a player will be controlled by the computer. So when two computer wrestlers are up, you can choose between watching them go toe-to-toe from your ringside seat, or you can skip the match and let the computer decide the outcome.

Here's how to enter your selection for the computer wrestler's match:

To watch the match—
press START

To skip the match—
press SELECT

Here are the tournament rules. Remember to abide by them.

TOURNAMENT RULES:

- Every wrestler faces every other wrestler once in a timed three minute bout. Fifteen matches altogether.

- If no one is pinned at the end of three minutes, it's a draw (tie). In the case of a draw, a rematch will be fought.
- Whoever wins the most matches wins the tournament.
- In the case of a tie at the *end of the tournament* (two wrestlers having the same number of wins), the wrestler who's pinned his five opponents in the shortest average time is the winner.

3 - Player Tournament

The rules and the number of tournament matches are the same as for 2-Player Tournament above—except that there are three players and three computer wrestlers.

4 - Player Tournament

Again, the same as a 2-Player Tournament—except that there are four players and two computer wrestlers.

5 - Player Tournament

Five players and only one computer wrestler here.

6 - Player Tournament

6 players. No computer wrestlers. Every man for himself!

ENTERING YOUR NAME OR INITIALS:

Once you've selected the number of players and type of game you'll be asked to enter your name or initials. Here's how:

TO ENTER YOUR NAME—You may enter up to six letters of your name or initials. To do this, use the CONTROLLER ARROWS to move the highlighter box around the screen. When the highlighter box is on your desired letter, press BUTTON A to select that letter.

Continue this way until all your letters have been selected. If you want to select *less* than six letters, just move the highlighter box to the word **END** at the bottom of the screen when all of your letters have been selected. Then press BUTTON A to complete your entry.

If you select all six letters, your entry will be complete when you press BUTTON A to select your sixth letter.

If you make a *mistake* or want to change your letters, move the highlighter box to the word **RUB** and press BUTTON A. This will erase the last letter you entered.

In addition to the letters of the

alphabet, you can also choose dashes, periods, and slashes.

NOTE: Players 1, 3, and 5 will enter their name or initials using controller #1.

Players 2, 4, and 6 should use controller #2 to enter their names.

So remember to pass each controller to the right players so they can enter their names or initials.

When every player has entered his or her initials, you'll continue on to the WRESTLER SELECTION SCREEN. (See ***Selecting Your Wrestlers,*** below.)

SELECTING YOUR WRESTLERS

You'll get to select from six of the roughest and toughest guys in the WWF. Each has his own strengths. And his own specialties. Learn who does what. And how. (To find out more about each wrestler, see ***Performance Chart,*** pages 16-17, ***Individual Wrestler Charts,*** pages 25-30 and ***Superstar Profiles,*** pages 22-24.)

TO SELECT EACH WRESTLER—

Press the UP or DOWN CONTROLLER ARROWS to cycle through the six

screens for each of the six wrestlers. Each screen shows you a photo of the wrestler. As well as his name, height, weight—even his manager.

The name (or initials) of the player who's currently selecting his wrestler will flash in the lower portion of the screen.

When the screen with the wrestler of your choice is up— press BUTTON A to select him. The arrow pointing to that wrestler's photo will flash. Then the next player will make a selection. After all players have made their selections, you'll proceed to the PRE-BOUT SCREEN.

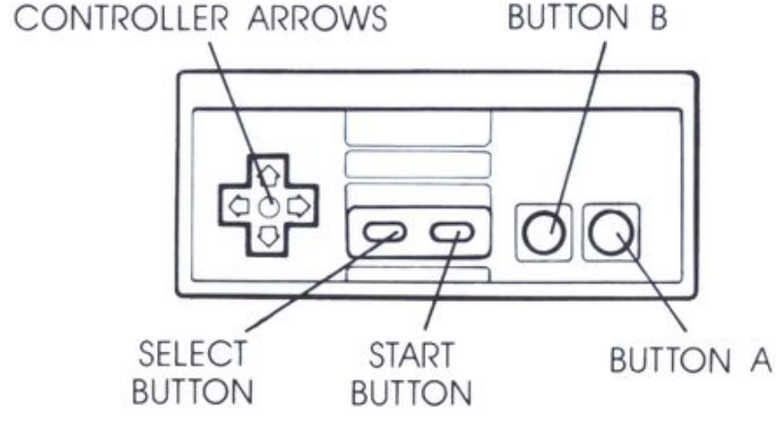
REMEMBER: Players 1, 3 and 5 will select wrestlers using controller #1.

Players 2, 4 and 6 will use controller #2.

So don't forget to switch controllers for every other wrestler selection.

THE CONTROLS

The following illustration shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.



MOVING AROUND THE RING:

WALKING MODE—Press the CONTROLLER ARROWS RIGHT, LEFT, UP or DOWN. Or to move diagonally, press *in between* the ARROWS.

RUNNING MODE AND MOVES

1. Hold down the RIGHT or LEFT CONTROLLER ARROW.

2. Push BUTTON A to select "RUNNING MODE" and release the CONTROLLER ARROW, then release BUTTON A. At this point your wrestler will run back and forth—bouncing off the ropes—even without the aid of your controller.

3. While in this mode (RUNNING MODE), your wrestler can perform different moves from the ones he performs in the "WALKING MODE," even though the keys you press may be the same!

For example, normally Hulk Hogan will unleash an uppercut smash when you press BUTTON A. But if he's in the RUNNING MODE (bouncing off the ropes), he'll do a drop kick when you press BUTTON A.

To leave the RUNNING MODE—press BUTTON A again.

TURNBUCKLE MOVES

1. Start at the very bottom of the ring.

2. Hold down the RIGHT or LEFT CONTROLLER ARROW, (don't release it yet!) and press BUTTON A to get into the RUNNING MODE (see above).

3. Now, just before you hit the ropes (on either side), press BUTTON B. It takes perfect timing—and some getting used to. But it's worth the practice it takes once you see your man flying off the turnbuckle.

NOTE: Not all wrestlers are experts at flying off the turnbuckle. See the ***Performance Chart,*** *to determine if yours is.*

BODYSLAMMING—Certain wrestlers can pick up and "bodyslam" their opponents, causing them considerable pain. To "bodyslam" your opponent, you must first have an energy advantage. Then stand right next to him and press the A & B BUTTONS SIMULTANEOUSLY. (see ***Performance Chart***.)

If a "bodyslam" cannot be performed, (because your energy level is too low or because it's not one of your wrestler's special moves) a "back move" will be performed instead.

SURPRISE FROM BEHIND (BACK MOVES)—Most of the wrestlers have this surprise move. To perform it, quickly turn your back on your opponent, then press both buttons A and B simultaneously. If your wrestler doesn't do "back moves," he'll perform a "bodyslam" instead (see ***Performance Chart***).

PINNING & WINNING—In order to win a bout, you must successfully pin your opponent. First, get him to the ground by pounding him so hard that you deplete his energy to zero. Then, once you've got him on the ground, you can attempt to pin him by facing him and pressing the appropriate BUTTONS for your particular wrestler. (See ***Performance Chart***.) The pin count will then appear on the screen going from numbers one to three. If the "three-count" is completed, you've pinned your opponent, the bell will ring and the match is over.

GETTING BACK UP—If *you're* the one being pinned, press the UP ARROW as fast as you can to try to get back up and "kick out of the pin." If you have enough energy left, you may be successful.

GRABBING YOUR ENERGIZER—You *may* be given the opportunity to increase your energy. Here's how: Each wrestler has his own special energizer (see ***In The Ring,*** pages 20-21). When your energy is low, your energizer may appear. If it does, catch it! To do this, simply touch it. You'll then get more energy.

OTHER WRESTLING MOVES—See the ***Performance Chart*** for controlling individual wrestlers.

TO PAUSE—Press the START BUTTON.

TO RESTART—Press the START BUTTON again.

PERFORMANCE CHART

WRESTLER	A	B	A+ UP / DOWN	B+ UP / DOWN
Ted DiBiase	Punch	Eye Gouge	Pin	•
Bam Bam Bigelow	Headbutt	Spin Kick	Pin	Eye Gouge
Honky Tonk Man	Punch	Kick	Headbutt	Pin
Randy Savage	Elbow Smash	Kick	Headbutt	Pin
Andre the Giant	Swipe	Big Boot Kick	Headbutt	Pin
Hulk Hogan	Uppercut Smash	Kick	Headbutt	Pin

BACK TO OPPONENT	FACING OPPONENT	RUNNING MOVES		TURNBUCKLE MOVE	
A+B	A+B	A	B	B	ENERGIZER
Back Elbow Smash	Bodyslam	Dropkick	•	Turnbuckle Leap	
Back Punch	•	Dropkick	Cartwheel	•	
Back Elbow Smash	•	Dropkick	•	Flying Elbow Smash	
Back Elbow Smash	Bodyslam	Dropkick	•	Flying Elbow Smash	
Back Punch	Bodyslam	Barge	•	•	
Back Elbow Smash	Bodyslam	Dropkick	•	Flying Leg Smash	

ON THE SCREEN

Aside from the initial selection screens, there are several game play screens. They are:

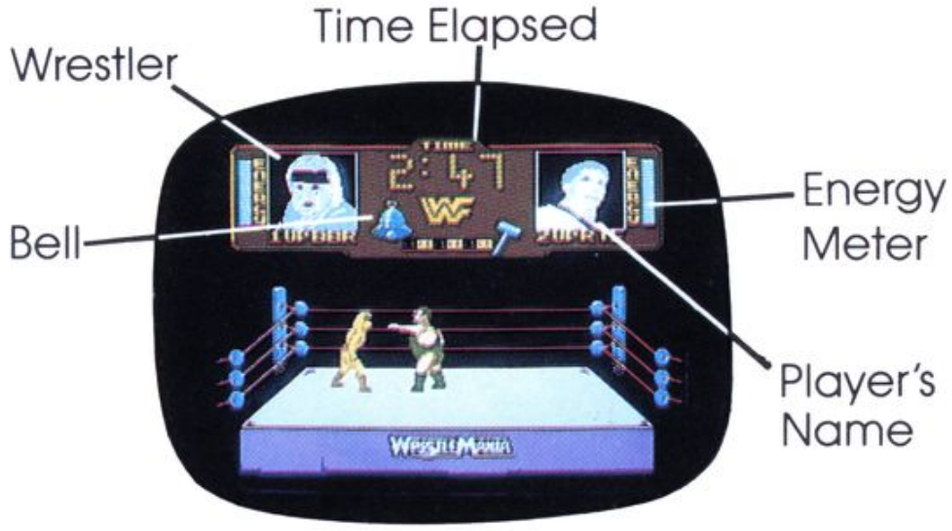
PRE-BOUT SCREEN

Once you've completed all the selection screens and are ready to play, you'll first see the PRE-BOUT SCREEN. This shows you:

- Photos of each wrestler
- Who's controlling them (players or computer)
- Which controller each player should use

MAIN EVENT SCREEN

This is where all the action happens. (See ***In the Ring,*** pages 20-21.)



In the upper corners of the screen you'll see pictures of the contenders. Next to each picture is an energy meter which shows you how much strength and stamina you have left.

Below each picture are the player's names. If one of the players is the computer, you'll simply see the name of the wrestler that the computer is playing.

In the upper middle of the screen you'll find the timer—which counts up from 0:00 to 3:00 (0 seconds to 3 minutes.) Below the timer is the bell which goes off at the end of the match.

POST-BOUT SCREEN

At the end of a standard game, this screen will tell you the winner... and the loser.

TOURNAMENT SCREEN

At the end of each bout in a tournament, this screen will show you how many matches each player has won, lost or drawn. It also shows you each player's average match time for the matches he has wrestled up to that time.

VICTORY SCREEN

When all the matches in a tournament have been fought and completed, you'll see a VICTORY SCREEN which identifies the winner.

WWF CHAMPIONSHIP BELT SCREEN

This is what all the wrestlers in the WWF are striving for: the spectacular Championship Belt! It's pure gold, inscribed with the insignia of the WWF. And it represents pure power. See how many times *you* get to wear it!

IN THE RING

Once you're in the ring, you have only one objective: to beat your opponent.

How you do you this, is completely up to you. Use every move at your disposal. (Remember: different wrestlers have different specialties. See ***Performance Chart***.)

Energy Meter

Keep your eyes on the energy meters—yours *and* your opponent's, because certain moves require that you have more energy than your opponent. When your energy meter runs out, you've had it. And once you get knocked down, getting pinned might not be far behind.

Color Gauge

When a wrestler's skin turns pink, then red, that means he's boiling mad. (The more hits he takes, the madder he gets.) So that any blow he delivers while he's "red" will have even more power—and do more damage—than usual.

The redder the wrestler is, the more damage he'll do. When your wrestler starts to turn red, take advantage of this "flush" of power to fight back as hard as you can.

Special Energizers

When your wrestler's energy meter begins to run low, special objects may randomly bounce across the ring from left to right, then fly off to the right. When you see the object that belongs to *your* wrestler, go for it. Chase it down and try to catch it. Because if you do catch it, you'll receive a big bonus in the way of extra energy.

Here's what objects belong to whom:

Flames		**Bam Bam Bigelow**
$ sign		**Million Dollar Man**
Guitar		**Honky Tonk Man**
Pair of Shades		**Macho Man**
A Massive Foot		**Andre the Giant**
Golden X		**Hulk Hogan**

SUPERSTAR PROFILES

Here's a bit of low-down, nitty-gritty on each of these WWF Superstars.

HULK HOGAN

6'8" 303 lbs.

One of the all-time greats in the WWF. A superstar in every household . With a following of fans so strong, they've even given them a name: Hulkamaniacs.

When the Hulkster saunters into the ring—flexing his 24-inch biceps (affectionately called "Pythons")—the fans go crazy.

ANDRE THE GIANT

7'4" 520 lbs.

Manager:
Bobby "The Brain" Heenan

They call him "The Eighth Wonder of the World." And it's easy to see why. He's not just the largest wrestler in the WWF. He's also the largest professional athlete in the world.

He wears a size 22 boot. And in addition to having very big feet, he accomplishes very big feats. Like his claim that he's never been defeated.

RANDY "MACHO MAN" SAVAGE

6'2" 238 lbs.

Manager: Elizabeth

One of the flashiest competitors in the WWF. And one of the best.

Wielding a stunning combination of strength, speed, stamina and intensity, he's one tough cookie to beat.

And speaking of tough cookies, his beautiful manager, Elizabeth, is the darling of the WWF. And the only female manager in the circuit.

HONKY TONK MAN

6'3" 243 lbs.

Manager: Colonel Jimmy Hart

He claims to be the greatest wrestler in the world. And likes to prove it.

And that's not all he claims to be. He calls himself the "Total Entertainment Package," claiming he can wrestle, sing, dance and play the guitar. And, of course, he says he can do any one of these things better than anyone else. Ever.

BAM BAM BIGELOW

6'3" 390 lbs.

Manager: Oliver Humperdink

With tattoos on his head and flames on his outfits, he's one of the most controversial grapplers in the WWF. And in spite of his immense proportions, he's incredibly agile. He does dropkicks, cartwheels and a number of rope tricks.

As one of the most unique looking stars of the WWF, it's easy to see why he's incurred the nickname "The Beast from the East."

TED DIBIASE—
THE MILLION DOLLAR MAN

6'3" 260 lbs.

Manager: Virgil

"Everyone has a price," says Ted DiBiase, The Million Dollar Man. Everywhere he goes, he bribes people into doing gross things—like kissing his feet and wiping his sweat. He even tried to buy the WWF Championship Belt. And it almost worked.

DiBiase is a brilliant technician in the ring. But he sometimes tries to take the easy way out...$$$$.

RING TIPS

1. When playing by yourself you can use the 2-player standard match to practice your moves.

2. If your energy meter is low, try to keep away from your opponent to get your energy back up.

3. If your opponent's energy meter is low, his energizer may appear. Try to stay between him and his energizer, so he can't get to it.

GET IN THERE!

Well, now that you've read through this instruction guide, you should "know the ropes." So get in there. And give 'em all you've got. Which—as a member of the revered WWF—is quite a lot.

Go for it!!

WRESTLER:
TED
"THE MILLION DOLLAR MAN"
DIBIASE™

MOVE	CONTROLLER	NOTES
PUNCH	A	
EYE GOUGE	B	
BACK ELBOW SMASH	A + B TOGETHER	With back to opponent. *See back rules.*
BODYSLAM	A + B TOGETHER	Facing opponent. *See slam rules.*
DROPKICK	A	When in running mode.
TURNBUCKLE LEAP	B	From turnbuckle.
PIN	A + UP OR DOWN	*See pin rules.*

WRESTLER:
BAM BAM BIGELOW™

MOVE	CONTROLLER	NOTES
HEADBUTT	A	
SPIN KICK	B	
BACK PUNCH	A + B TOGETHER	With back to opponent. *See back rules.*
EYE GOUGE	B + UP OR DOWN	
DROPKICK	A	When in running mode.
CARTWHEEL	B	When in running mode.
PIN	A + UP OR DOWN	*See pin rules.*

WRESTLER:
HONKY TONK MAN™

MOVE	CONTROLLER	NOTES
PUNCH	A	
KICK	B	
BACK ELBOW SMASH	A + B TOGETHER	With back to opponent. *See back rules.*
HEADBUTT	A + UP OR DOWN	
FLYING ELBOW SMASH	B	From turnbuckle.
DROPKICK	A	When in running mode.
PIN	B + UP OR DOWN	*See pin rules.*

WRESTLER:
RANDY "MACHO MAN" SAVAGE™

MOVE	CONTROLLER	NOTES
ELBOW SMASH	A	
KICK	B	
BACK ELBOW SMASH	A + B TOGETHER	With back to opponent. *See back rules.*
BODYSLAM	A + B TOGETHER	Facing opponent. *See slam rules.*
HEADBUTT	A + UP OR DOWN	
DROPKICK	A	When in running mode.
FLYING ELBOW SMASH	B	From turnbuckle.
PIN	B + UP OR DOWN	*See pin rules.*

WRESTLER:
ANDRE THE GIANT™

MOVE	CONTROLLER	NOTES
SWIPE	A	
BIG BOOT KICK	B	
BACK PUNCH	A + B TOGETHER	With back to opponent. *See back rules.*
BODYSLAM	A + B TOGETHER	Facing opponent. *See slam rules.*
HEADBUTT	A + UP OR DOWN	
BARGE	A	When in running mode.
PIN	B + UP OR DOWN	*See pin rules.*

WRESTLER:
HULK HOGAN™

MOVE	CONTROLLER	NOTES
UPPERCUT SMASH	A	
KICK	B	
BACK ELBOW SMASH	A + B TOGETHER	With back to opponent. *See back rules.*
BODYSLAM	A + B TOGETHER	Facing opponent. *See slam rules.*
HEADBUTT	A + UP OR DOWN	
DROPKICK	A	When in running mode.
FLYING LEG SMASH	B	From turnbuckle.
PIN	B + UP OR DOWN	*See pin rules.*

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES Into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4.

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